Blaziken

110 HP

STAGE 2

Evolves from Combusken

Illus. Midori Harada

Poké-BODY **Blaze**

As long as Blaziken's remaining HP is 40 or less, Blaziken does 40 more damage to the Defending Pokémon *(before applying Weakness and Resistance)*.

Searing Flame 10

The Defending Pokémon is now Burned.

Damage Burn 50+

If the Defending Pokémon already has any damage counters on it, this attack does 50 damage plus 20 more damage.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

Deoxys

70 HP

BASIC

Illus. Hironobu Yoshida

Poké-POWER **Form Change**

Once during your turn *(before your attack)*, you may search your deck for another Deoxys and switch it with Deoxys. (Any cards attached to Deoxys, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poké-Power each turn.

★ ★ **Swift** 30

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

Weakness

Resistance

Retreat Cost

©2005 Pokémon/Nintendo

Exploud

120 HP

STAGE 2

Evolves from Loudred

Illus. Hajime Kusajima

Collect

Draw 3 cards.

Body Slam 30

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Hyper Voice 50

Mega Throw 60+

If the Defending Pokémon is Pokémon-ex, this attack does 60 damage plus 40 more damage.

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Gardevoir

100 HP

STAGE 2

Evolves from Kirlia

Illus. Kagemaru Himeno

Poké-Power **Heal Dance**

Once during your turn *(before your attack)*, you may remove 2 damage counters from 1 of your Pokémon. You can't use more than 1 Heal Dance Poké-Power each turn. This power can't be used if Gardevoir is affected by a Special Condition.

Psypunch 30

Mind Shock 60

This attack's damage isn't affected by Weakness or Resistance.

weakness

resistance

retreat cost

©2005 Pokémon/Nintendo

Groudon

80 HP

BASIC

Illus. Kouki Saitou

Slash 10

Rock Tumble 40

This attack's damage isn't affected by Resistance.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

Kyogre

80 HP

BASIC

Illus. Masakazu Fukuda

Ram 10

Aqua Sonic 40

This attack's damage isn't affected by Resistance.

weakness

resistance

retreat cost

EM6-AQUA-DX

©2006 Pokémon/Nintendo

Manectric

80 HP

STAGE 1

Evolves from Electrike

Illus. Masakazu Fukuda

Swift 20

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

Tail Shock 40

Does 10 damage to each of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness

resistance -30

retreat cost

©2005 Pokémon/Nintendo

7/106

Milotic

90 HP

STAGE 1

Evolves from Feebas

Illus. Kogamaru Himano

Surf 20

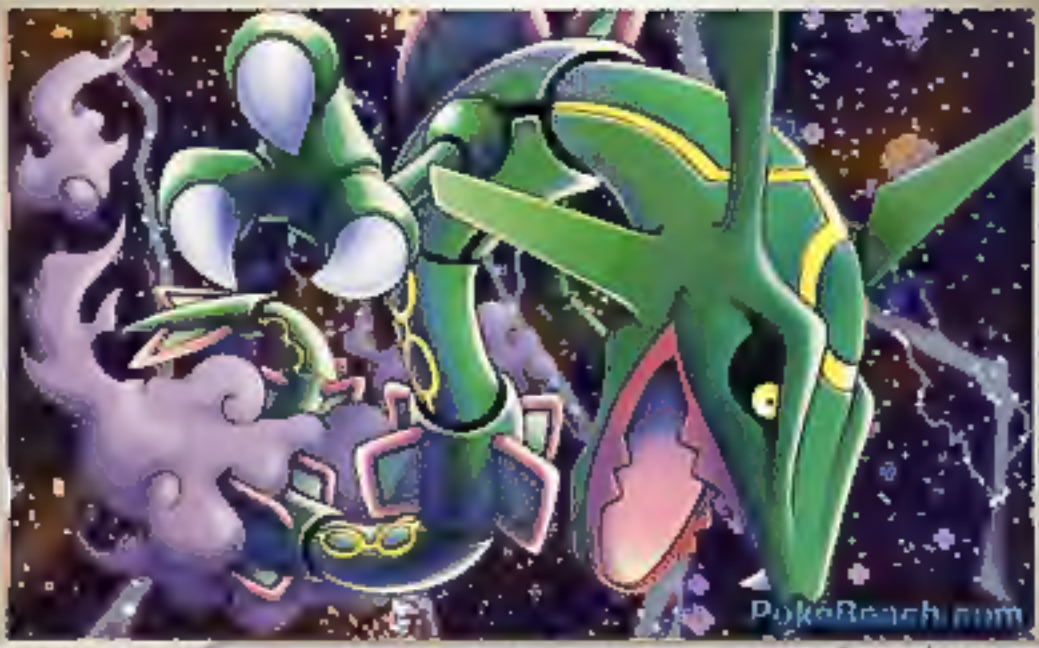
Super Hypno Wave 50

Flip a coin. If heads, the Defending Pokémon is now Asleep.

weakness resistance retreat cost

Rayquaza

80 HP



BASIC

Illus. Kouki Saitou

Dragon Dance

During your next turn, if any of your current Active Pokémon does damage to any Defending Pokémon, the attack does 30 more damage *(before applying Weakness and Resistance)*.

Dragon Claw 40

weakness	resistance	retreat cost

©2005 Pokémon/Nintendo

Sceptile

100 HP

STAGE 2

Evolves from Gravyle

Illus. Mitsuhiro Arita

Poké-BODY **Green Essence**

As long as Sceptile is in play, each of your Active Pokémon that has Energy attached to it can't be affected by any Special Conditions.

Razor Leaf 30

Swift 60

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

weakness

resistance -30

retreat cost

©2005 Pokémon/Nintendo

Swampert

110 HP

STAGE 2

Evolves from Marshtomp

Illus. Atsuko Nishida

Water Cyclone

As often as you like during your turn *(before your attack)*, you may move a Energy attached to 1 of your Active Pokémon to 1 of your Benched Pokémon. This power can't be used if Swampert is affected by a Special Condition.

Spinning Tail

Does 10 damage to each of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Aqua Sonic 60

This attack's damage isn't affected by Resistance.

weakness

resistance

retreat cost

©2005 Pokémon/Nintendo

Chimecho

70 HP

BASIC

Collect

Draw a card.

Warp Sounds 20

If the Defending Pokémon is an Evolved Pokémon, the Defending Pokémon is now Confused.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

Glalie

80 HP

PokéBeach.com

STAGE 1

Evolves from Snorunt

Illus. Atsuko Nishida

Hailstone

Does 10 damage to each of your opponent's Pokémon *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Super Slash 40+

If the Defending Pokémon is an Evolved Pokémon, this attack does 40 damage plus 20 more damage.

weakness | resistance | retreat cost

Groudon

80 HP

BASIC

Illus. Kouki Saitou

Slash 20

Eruption 40+

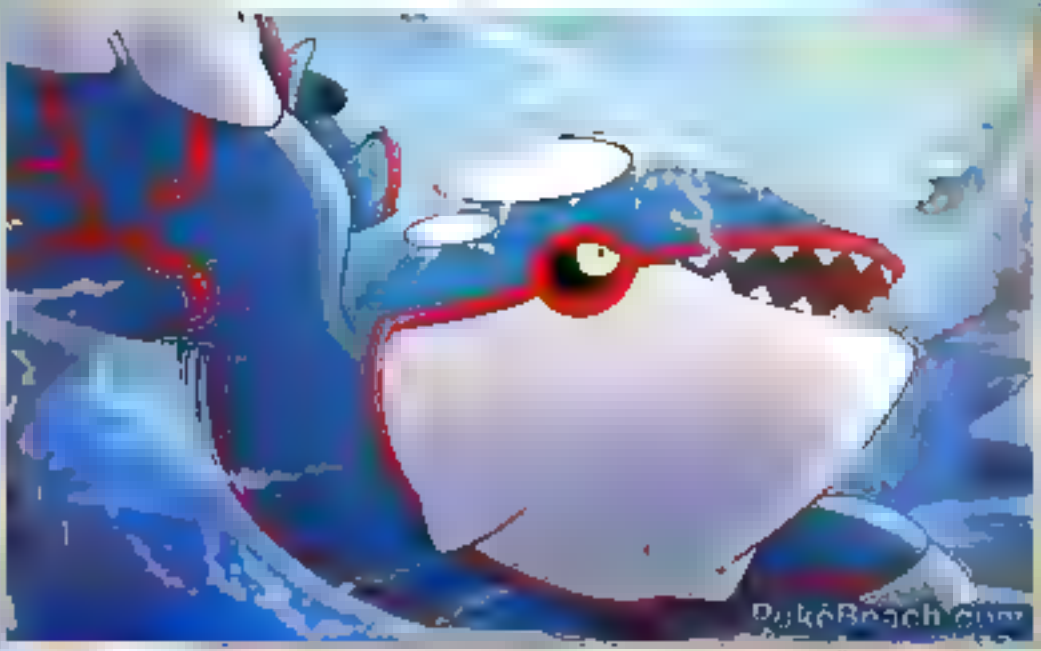
Each player discards the top card of his or her deck. This attack does 40 damage plus 10 more damage for each Energy card discarded in this way.

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Kyogre

80 HP



BASIC

Illus. Kouki Saitou

Scary Face

Flip a coin. If heads, the Defending Pokémon can't attack or retreat during your opponent's next turn.

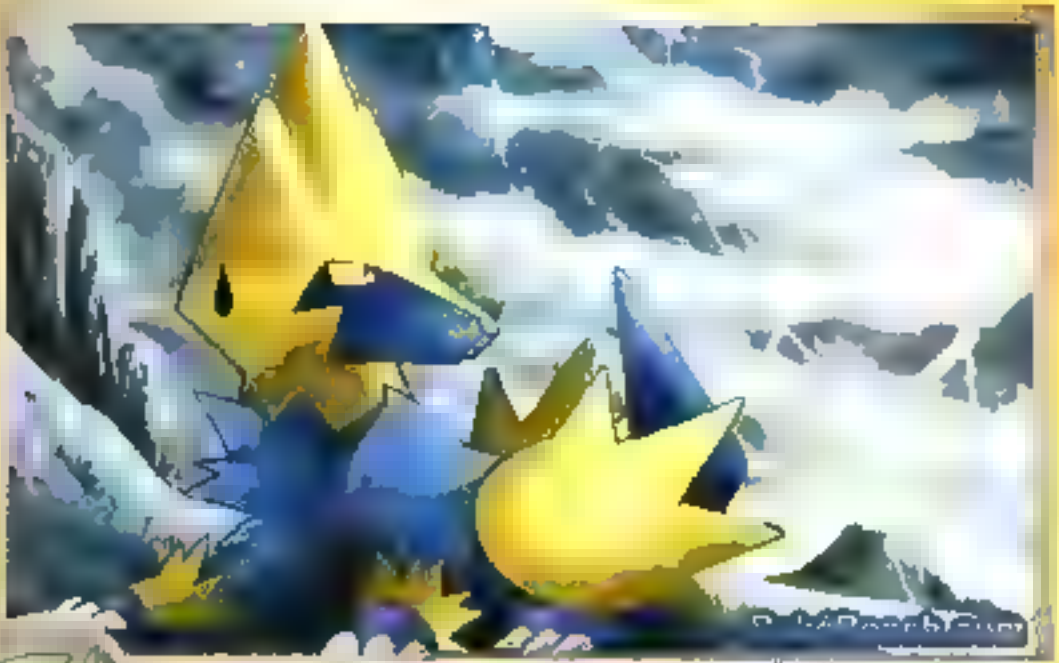
Hydro Pump 40+

Does 40 damage plus 10 more damage for each Energy attached to Kyogre but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way

weakness | resistance | retreat cost

Manectric

70 HP



STAGE 1

Evolves from Electrike

Illus. Kouseneko Himeno

Dazzle Blast 10

Flip a coin. If heads, the Defending Pokémon is now Confused.

Zap Kick 40

weakness	resistance -30	retreat cost

©2005 Pokemon/Nintendo

Nosepass

70 HP

BASIC

Illus. Kouki Saitou

Collect

Draw a card.

Wide Laser

Does 10 damage to each of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Relicanth

70 HP

BASIC

Illus. Atsuko Nishida

Sharp Fin 10

Hypno Splash 20

The Defending Pokémon is now Asleep.

weakness resistance retreat cost

SCARPD:85

©2005 Pokémon/Nintendo

Rhydon

90 HP

STAGE 1

Evolves from Rhyhorn

Illus. Kouki Saitou

Horn Attack 30

Rock Tumble 60

This attack's damage isn't affected by Resistance.

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Seviper

80 HP

BASIC

Illus. Atsuhiro Arita

Pierce 10

Bite Off 30+

If the Defending Pokémon is Pokémon-ex, this attack does 30 damage plus 30 more damage.

weakness | resistance | retreat cost

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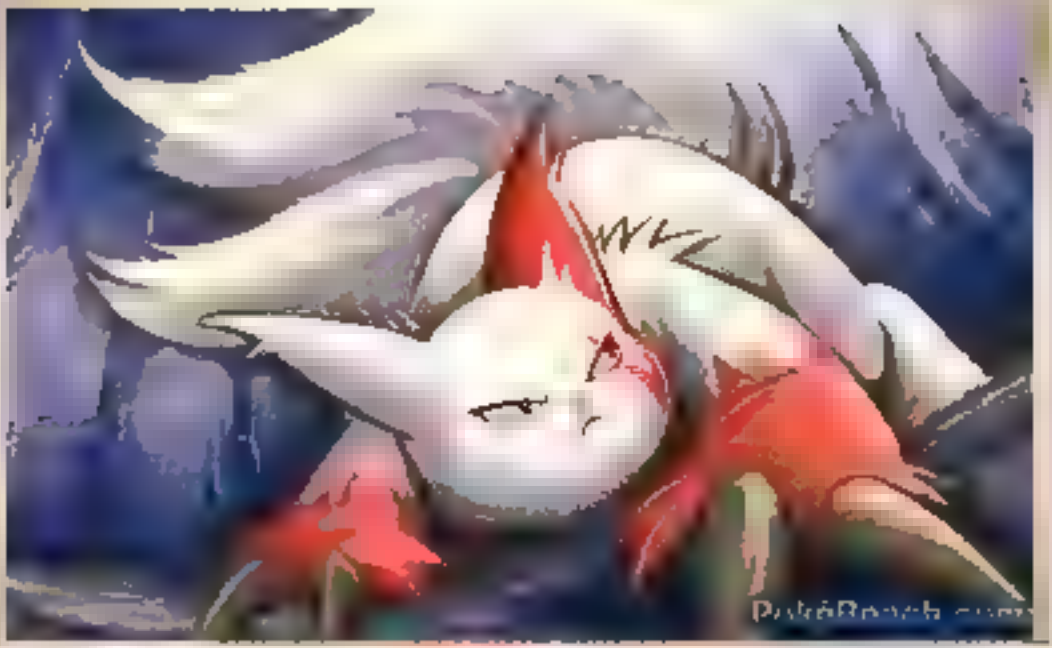
Zangoose

70 HP



BASIC

Illus. Ando Hiroaki

Extra Claws 10+

If the Defending Pokémon is Pokémon-ex, this attack does 10 damage plus 20 more damage.

Quick Attack 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

weakness | resistance | retreat cost

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Breloom

80 HP

STAGE 1

Evolves from Shroomish

Illus. Mitsuhiro Arita

Power Blow 10+

Does 10 damage plus 10 more damage for each Energy attached to Breloom.

Body Slam 40

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

Camerupt

80 HP

STAGE 1

Evolves from Numel

Illus. Masakazu Fukuda

Extra Flame 20+

If the Defending Pokémon is Pokémon-ex, this attack does 20 damage plus 30 more damage.

Super Singe 40

The Defending Pokémon is now Burned.

weakness | resistance | retreat cost

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Claydol

80 HP

STAGE 1

Evolves from Baltoy

Poké-BODY Levitate

As long as Claydol has any Energy attached to it, the Retreat Cost for Claydol is 0.

Rock Smash 30+

Flip a coin. If heads, this attack does 30 damage plus 10 more damage.

Weakness | Resistance | Retreat cost

©2005 Pokémon/Nintendo

Combusken

70 HP

STAGE 1 Evolves from Torchic

Illus. Midori Harada

Lava Burn 20

Does 10 damage to 1 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Sharp Claws 40+

Flip a coin. If heads, this attack does 40 damage plus 10 more damage.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

Dodrio

70 HP

STAGE 1

Evolves from Doduo

Illus. Hajime Kusajima

Smash Kick 30

Smash Turn 40

After your attack, you may switch Dodrio with 1 of your Benched Pokémon.

weakness

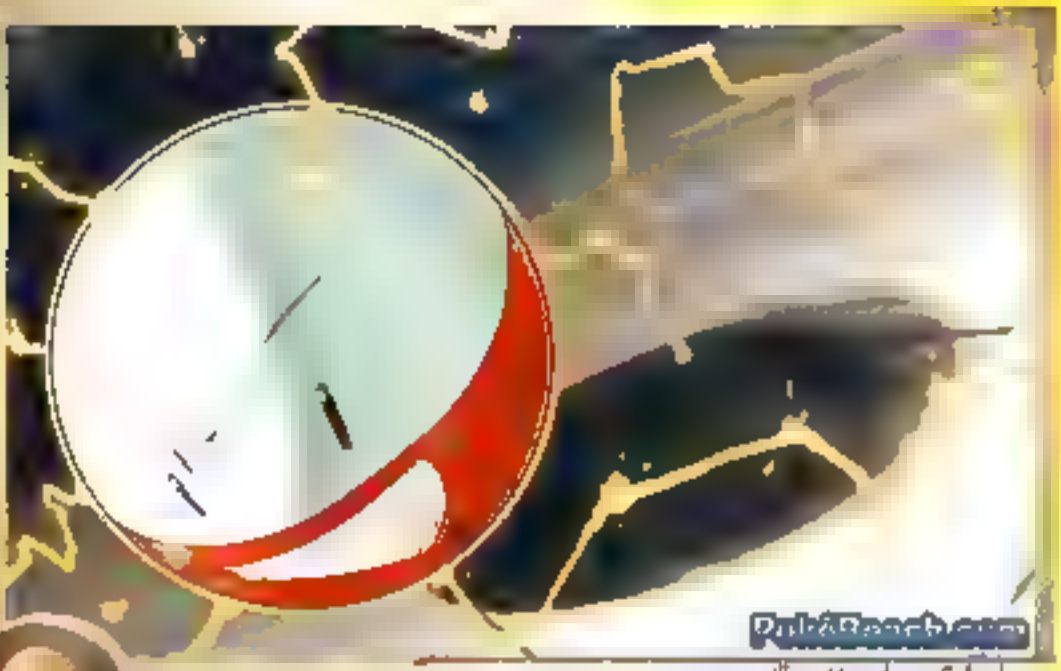
resistance -30

retreat cost

©2005 Pokémon/Nintendo

Electrode

70 HP



STAGE 1

Evolves from Voltorb

Illus. Masakazu Fukuda

Thundershock 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed

Speed Ball 50

weakness	resistance	retreat cost

©2005 Pokémon/Nintendo

Grovyle

70 HP

STAGE 1

Evolves from Treecko

Tail Shake 10

The Defending Pokémon is now Asleep.

Razor Leaf 40

weakness

resistance -30

retreat cost

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Grumpig

80 HP

STAGE 1

Evolves from Spoink

Psyshock 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Teleport Blast 40

After your attack, you may switch Grumpig with 1 of your Benched Pokémon.

weakness

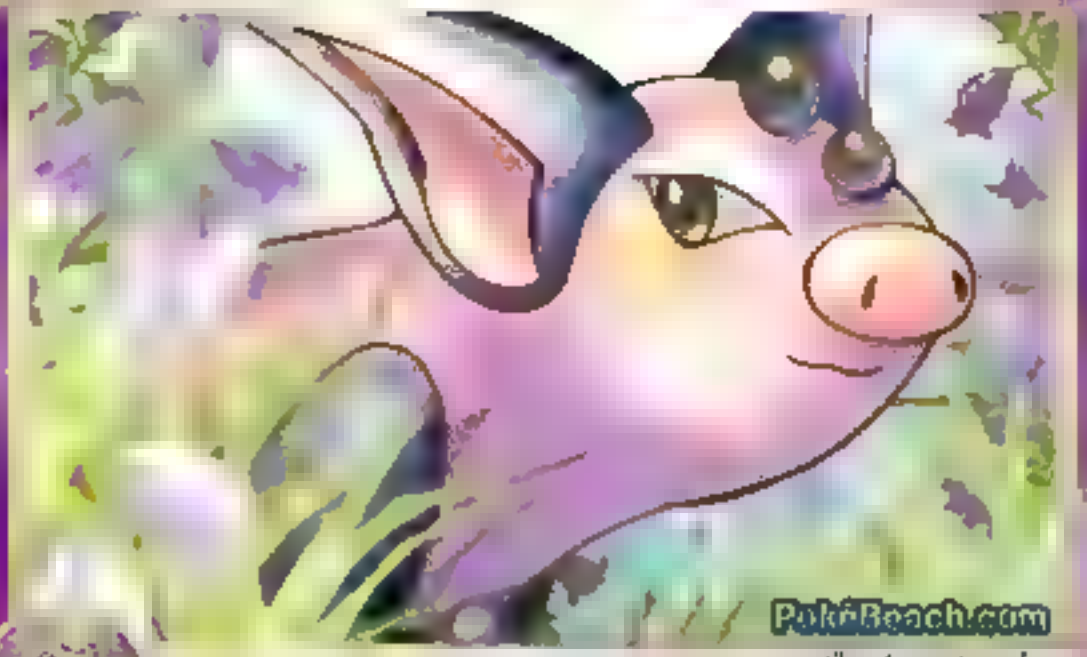
resistance

retreat cost

©2005 Pokémon/©Nintendo

Grumpig

70 HP



STAGE 1

Evolves from Spoink

Illus. Atsuko Nishida

Snap Tail

Choose 1 of your opponent's Pokemon. This attack does 10 damage to that Pokémon *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Psypunch 40

Weakness

Resistance

Retreat Cost

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Hariyama

80 HP

STAGE 1

Evolves from Makuhita

Illus. Kouki Saitou

Cross-Cut 20+

If the Defending Pokémon is an Evolved Pokémon, this attack does 20 damage plus 20 more damage

Shove 40

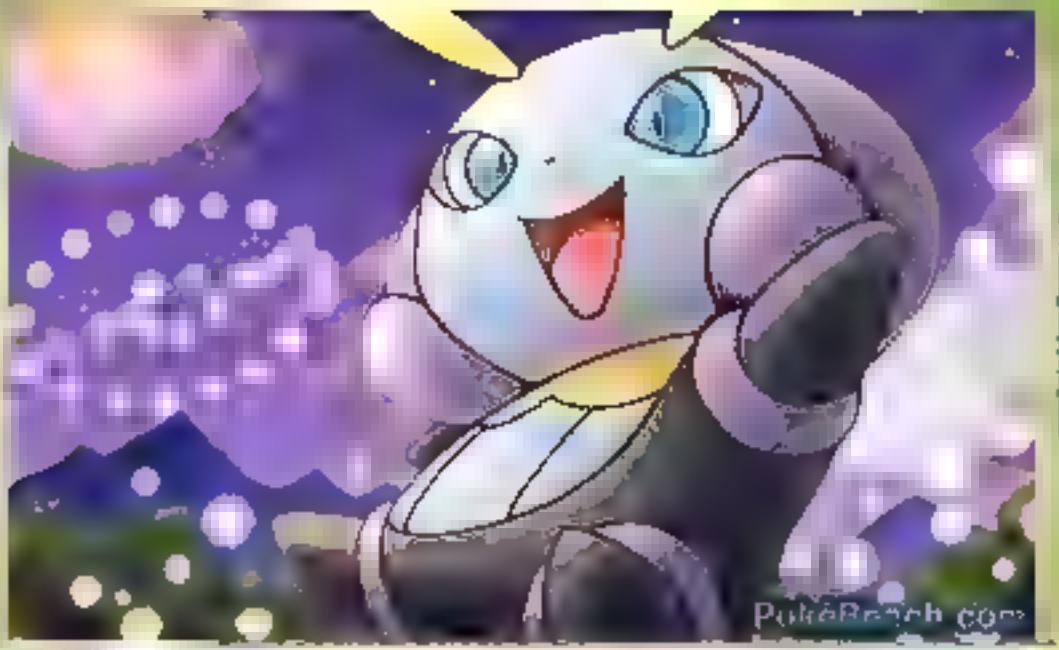
Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

Illumise

60 HP



BASIC

Illus. Kouki Saitou

Collect
Draw a card.

Tackle 20

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Kirlia

70 HP

STAGE 1

Evolves from Ralts

Illus. Kagemaru Himeno

Psypunch 30

Mind Shock 40

This attack's damage isn't affected by Weakness or Resistance.

weakness

resistance

retreat cost

©2005 Pokémon/Nintendo

Linoone

70 HP

STAGE 1

Evolves from Zigzagoon

Illus. Yuka Morii

Body Slam 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Claw Swipe 30

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Loudred

80 HP

STAGE 1

Evolves from Whismur

Illus. Hajime Kusajima

Body Slam 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Double-edge 50

Loudred does 10 damage to itself.

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Marshtomp

70 HP

PokéBeach.com

Illus. Atsuko Nishida

STAGE 1

Evolves from Mudkip

Super Hypno Wave 10

The Defending Pokémon is now Asleep.

Surf 50

weakness resistance retreat cost

Minun

60 HP

BASIC

Illus. Nagayo Kimura

Poké-BODY **Electro-guard**

As long Minun has any Energy attached to it, Minun has no Weakness.

Quick Attack 20+

Flip a coin. If heads, this attack does 20 damage plus 20 more damage.

weakness	resistance -30	retreat cost

©2005 Pokémon/Nintendo

Ninetales

80 HP

STAGE 1

Evolves from Vulpix

Illus. Midori Harada

Confuse Ray 10

The Defending Pokémon is now Confused.

Searing Flame 40

The Defending Pokémon is now Burned.

weakness	resistance	retreat cost
		★

©2005 Pokémon/Nintendo

Plusle

60 HP

BASIC

Illus. Nooyo Kimura

Collect

Draw a card.

Thundershock 20

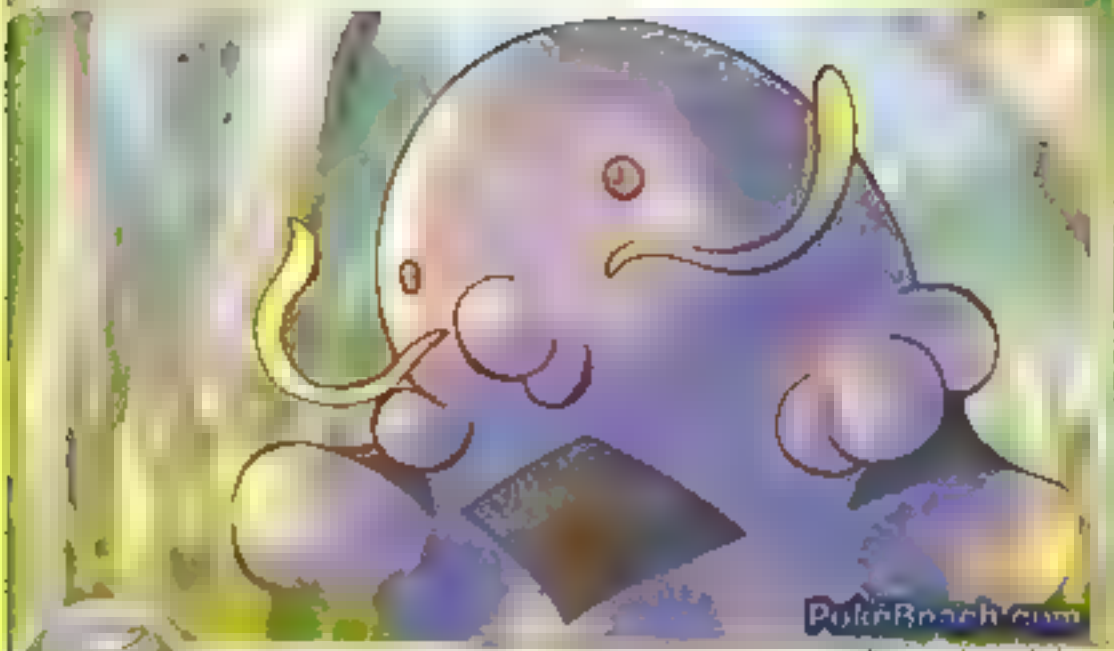
Flip a coin, If heads, the Defending Pokémon is now Paralyzed.

weakness | resistance -30 | retreat cost

©2005 Pokémon/Nintendo

Swalot

80 HP



Illus. Atsuko Nishida

STAGE 1

Evolves from Gulpin

Blot 20

Remove 1 damage counter from Swalot.

Poison Breath 40

The Defending Pokémon is now Poisoned.

weakness resistance retreat cost

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Swellow

70 HP

STAGE 1

Evolves from Taillow

Illus. Naoyo Kimura

Peck 20

Skill Dive

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness

resistance -30

retreat cost

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Volbeat

60 HP

BASIC

Illus. Kouki Saitou

Confuse Ray

Flip a coin. If heads, the Defending Pokémon is now Confused.

Double-edge 30

Volbeat does 10 damage to itself.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

Baltoy

50 HP

BASIC

Illus. Yuka Morii

★	Slap	10
★ ★ ★	Pierce	30

weakness | resistance | retreat cost ★

©2005 Pokémon/Nintendo

Cacnea

50 HP

BASIC

Illus. Mitsuhiro Arita

Spike Cannon 10×

Flip 3 coins This attack does 10 damage times the number of heads

weakness

resistance

retreat cost

©2005 Pokémon/Nintendo

Doduo

40 HP

BASIC

Illus. Hajime Kusajima

Paralyzing Gaze

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness

resistance -30

retreat cost

©2005 Pokémon/Nintendo

Duskull

40 HP

BASIC

Pound 10

weakness

resistance

retreat cost

©2005 Pokémon

Electrike

50 HP

BASIC

Illus. Kagemaru Himeno

Double Kick 10×

Flip 2 coins. This attack does 10 damage times the number of heads.

weakness | resistance -30 | retreat cost

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47/106

Electrike

40 HP

BASIC

Illus. Masakazu Fukuda

★	Rear Kick	10
⚡ ★	Skull Bash	30

weakness	resistance -30	retreat cost
		★

EPF-MZT-UCR

©2005 Pokémon/Nintendo

48/106

Feebas

30 HP

BASIC

Illus. Atsuko Nishida

Poké-BODY **Submerge**

As long as Feebas is on your Bench, prevent all damage done to Feebas by attacks *(both yours and your opponent's)*.

Lunge 20

Flip a coin. If tails, this attack does nothing.

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Feebas

30 HP

BASIC

Illus. Kogenbo, Himeno

Water Arrow

Choose 1 of your opponent's Pokémon. This attack does 10 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Gulpin

50 HP

BASIC

Illus. Atsuko Nishida

✱	Headbutt	10
✱ ✱	Drool	20

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Larvitar

50 HP

BASIC

Illus. Nakaoka

Dig Under

Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. This attack's damage isn't affected by Weakness or Resistance.

weakness

resistance

retreat cost

©2005 Pokémon/Nintendo

Luvdisc

60 HP

BASIC

Illus. Hiyoko Kutsujima

Call for Friend

Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

Strange Scale 20

If the Defending Pokémon is an Evolved Pokémon, the Defending Pokémon is now Confused.

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Makuhita

50 HP

BASIC

Illus. Kouki Saitou

Cross Chop 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

weakness | resistance | retreat cost

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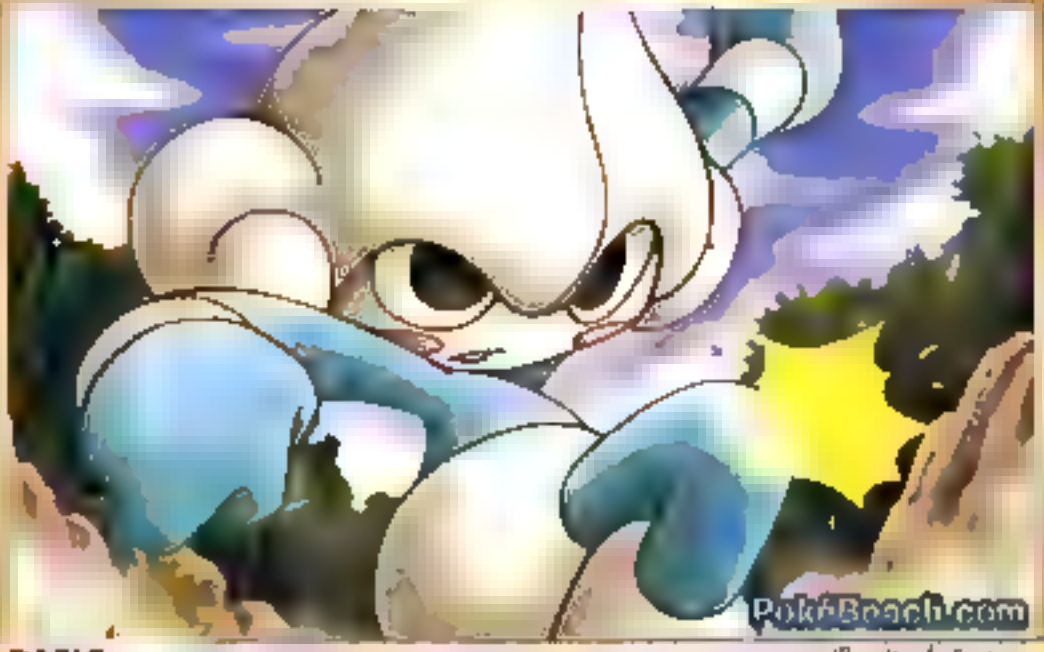
Meditite

50 HP



BASIC

Illus. Kouki Saitou

High Jump Kick 10

Fake Out 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

Mudkip

80 HP

BASIC

Illus. Atsuko Nishida

Tail Strike 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

Numel

50 HP

BASIC

Illus. Mitsuhiro Arita

Collect

Draw a card.

Lunge 20

Flip a coin. If tails, this attack does nothing.

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Numel

50 HP

BASIC

Illus. Hasaki-zu Fukudo

★	Stampede	10
★	Steady Firebreathing	20

weakness | resistance | retreat cost

★ ★

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Pichu

40 HP

BASIC

Illus. Makoto

Baby Evolution

Once during your turn *(before your attack)*, you may put Pikachu from your hand onto Pichu (this counts as evolving Pichu) and remove all damage counters from Pichu.

Collect

Draw a card.

weakness	resistance	retreat cost

©2005 Pokémon/Nintendo

Pikachu

50 HP

BASIC

Illus. Mosakazu Fukuda

Pika Ball 10

Thundershock 20

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Ralts

50 HP

BASIC

Illus. Kagemaru Himeno

Hypnotic Ray 10

The Defending Pokémon is now Asleep.

weakness

©2005 Pokémon/Nintendo

Rhyhorn

60 HP

BASIC

Illus. Kouki Saitou

Horn Attack 10

Horn Drill 20

weakness resistance retreat cost

©2005 Pokémon/Nintendo

Shroomish

40 HP

BASIC

Illus. Mitsuhiro Arita

Ram 10

Headbutt 20

weakness

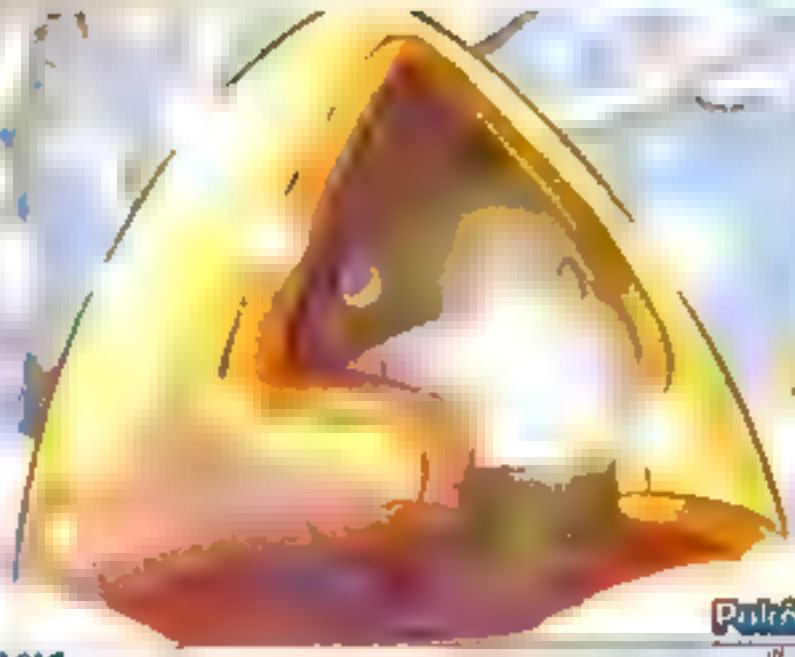
resistance -30

retreat cost

©2005 Pokémon/Nintendo

Snorunt

50 HP



PokéBeach.com

BASIC

Illus. Atsuko Nishida

★ **Beat** 10

weakness resistance retreat cost

★

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Spoink

50 HP

BASIC

Illus. Kagemaru Himeno

Knock Away 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

weakness

resistance

retreat cost

©2005 Pokémon/Nintendo

Spoink

50 HP

BASIC

Illus. Atsuko Nishida

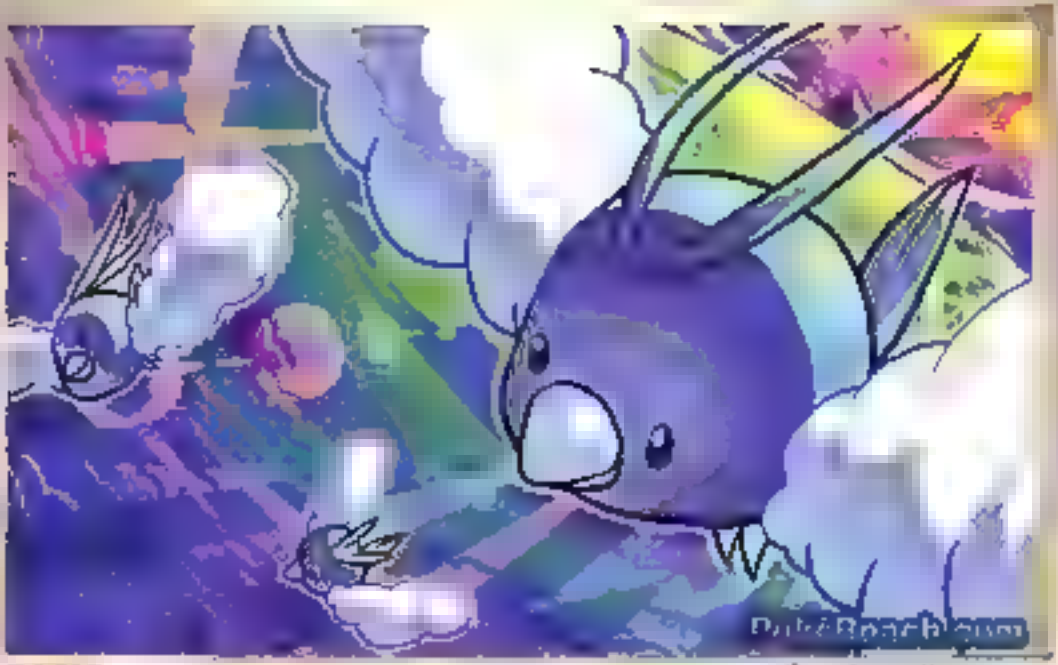
Lunge 20

Flip a coin. If tails, this attack does nothing.

©2005 Pokémon/Nintendo

Swablu

40 HP



BASIC

Illus. Hajime Kusajima

Poké-BODY **Feathery**

As long as Swablu is on your Bench, prevent all damage done to Swablu by opponent's attacks.

Razor Wind 20

Flip a coin. If tails, this attack does nothing.

weakness

resistance -30

retreat cost

©2005 Pokémon/Nintendo

Taillow

50 HP

BASIC

illus. Naoya Kimura

Razor Wind 10

Flip a coin. If tails, this attack does nothing.

weakness

resistance -30

retreat cost

©2005 Pokémon/Nintendo

Torchic

50 HP

BASIC

Illus. Ando Harada

Hypnotic Gaze

The Defending Pokémon is now Asleep.

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Treecko

50 HP

BASIC

Illus. Ashahiro Arita

Tail Smash 10

Flip a coin. If tails, this attack does nothing.

weakness

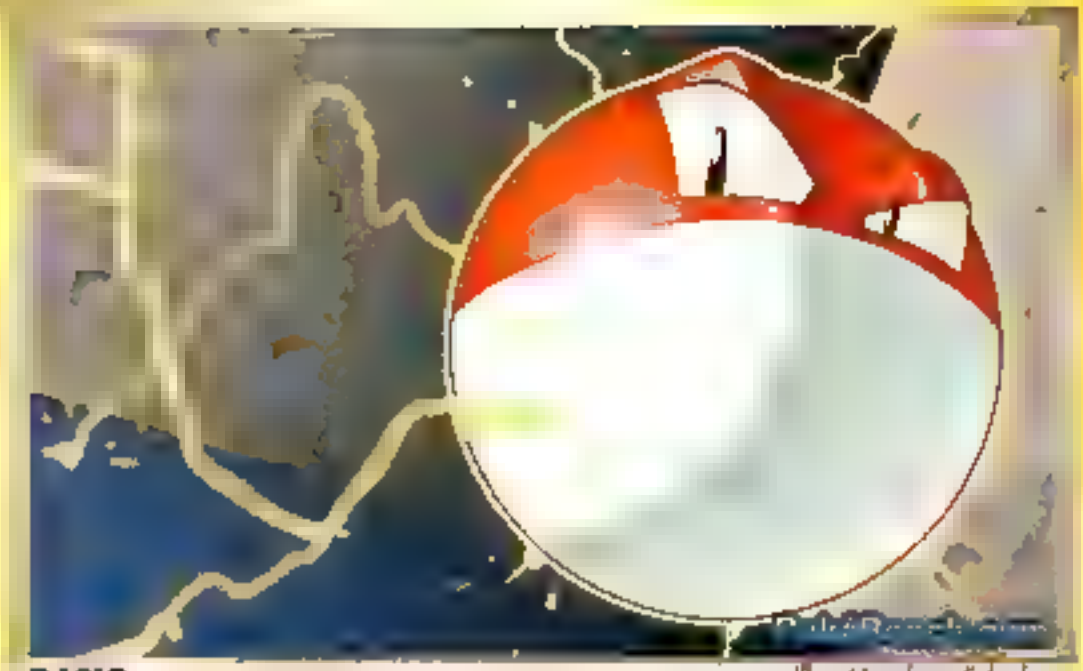
resistance -30

retreat cost

©2005 Pokémon/Nintendo

Voltorb

50 HP



BASIC

Illus. Masakazu Fukuda

✶	Ram	10
✶ ✶ ✶	Speed Ball	30

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Vulpix

50 HP

BASIC

Eldar Heroda

Bite 10

Firebreathing 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

weakness resistance retreat cost

©2005 Pokémon/Nintendo

Whismur

50 HP

BASIC

Illus. Hajime Kusajima

★	Tackle	10
★ ★	Rollout	20

weakness | resistance | retreat cost

©2005 Pokémon/Nintendo

Zigzagoon

40 HP

BASIC

Illus. Yuka Iisuka

Gnaw 10

Body Slam 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness | resistance | retreat cost

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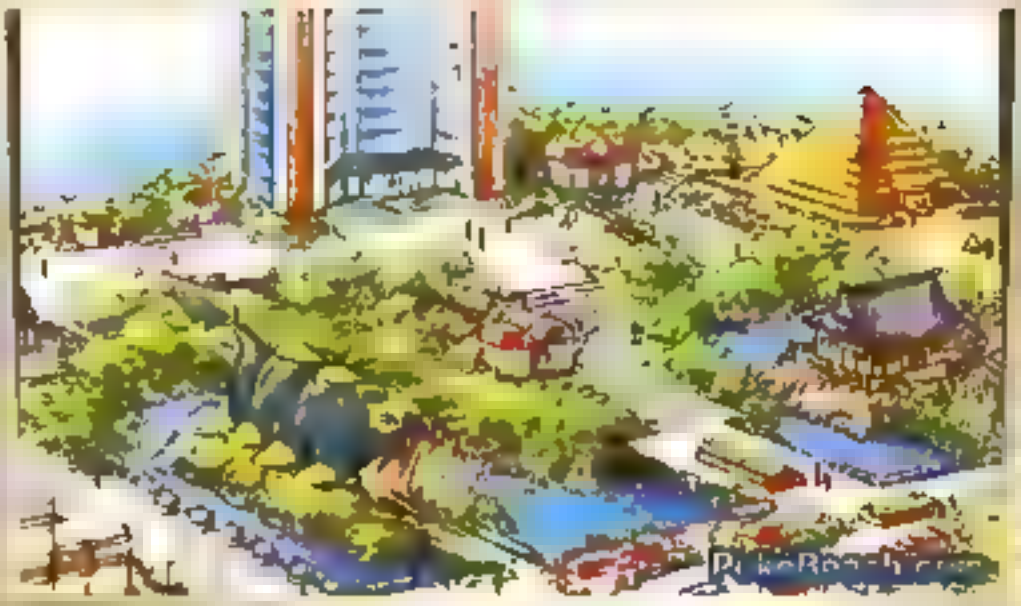
TRAINER

Stadium

Battle Frontier



This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Each player's ✱ Evolved Pokémon, ● Evolved Pokémon, and ● Evolved Pokémon can't use any Poké-Powers or Poké-Bodies.

TRAINER

Double Full Heal

Remove all Special Conditions from each of your Active Pokémon.

TRAINER

Supporter

Lanette's Net Search

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for up to 3 different types of Basic Pokémon cards (excluding Baby Pokémon), show them to your opponent, and put them into your hand. Shuffle your deck afterward.

TRAINER

Pokémon Tool

Lum Berry

Illus. Kazuo Yazawa

Attach Lum Berry to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

At any time between turns, if the Pokémon this card is attached to is affected by any Special Conditions, remove all of them. Then, discard Lum Berry.

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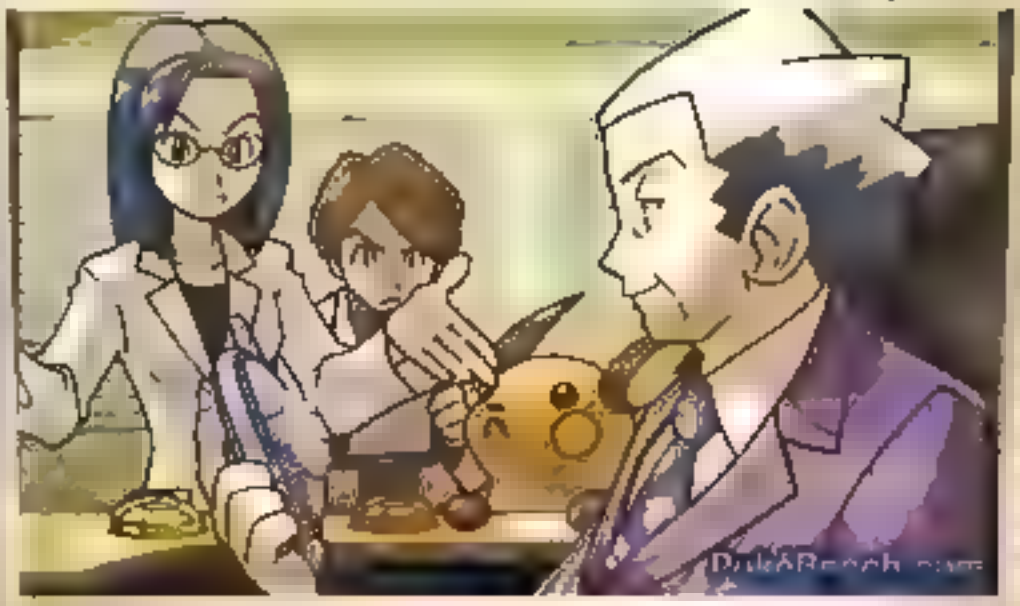
TRAINER

Supporter

Mr. Stone's Project



Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for up to 2 basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward. Or, search your discard pile for up to 2 basic Energy cards, show them to your opponent, and put them into your hand.

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TRAINER

Pokémon Tool

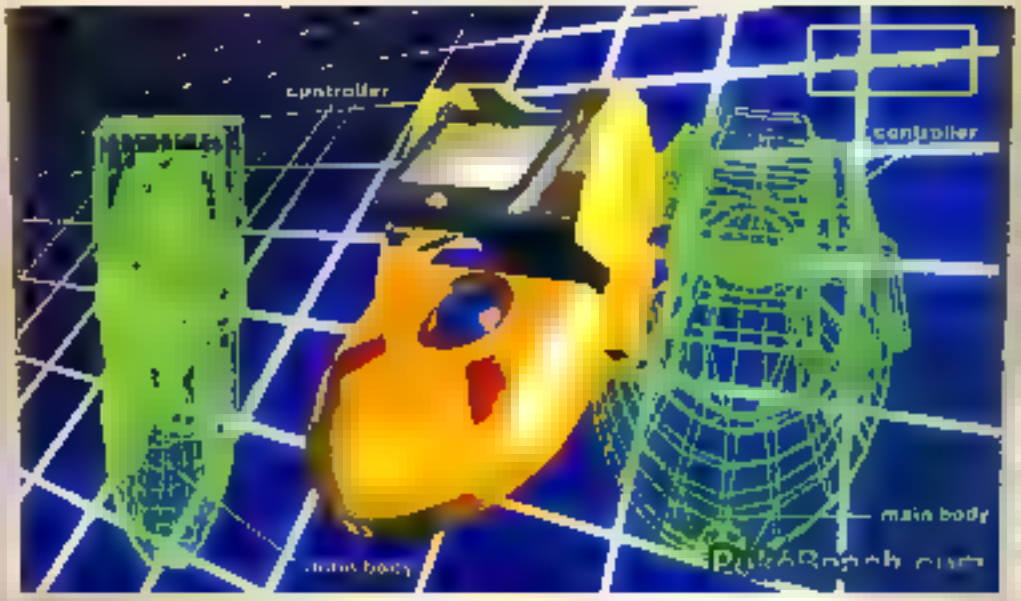
Oran Berry

Attach Oran Berry to 1 of your Pokémon that doesn't already have a Pokémon Tool attached to it. If that Pokémon is Knocked Out, discard this card.

At any time between turns, if the Pokémon this card is attached to has at least 2 damage counters on it, remove 2 damage counters from it. Then, discard Oran Berry.

TRAINER

PokéNav



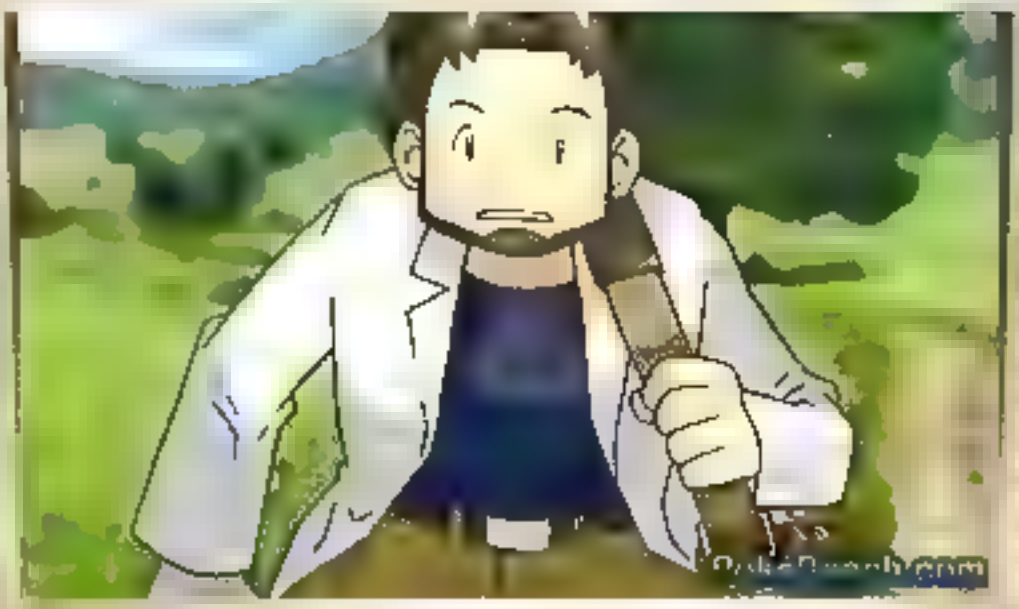
Illus. Kakuya Tabata

Look at the top 3 cards of your deck, and choose a Basic Pokémon, Evolution card, or Energy card. Show it to your opponent and put it into your hand. Put the 2 other cards back on top of your deck in any order.

TRAINER

Supporter

Professor Birch



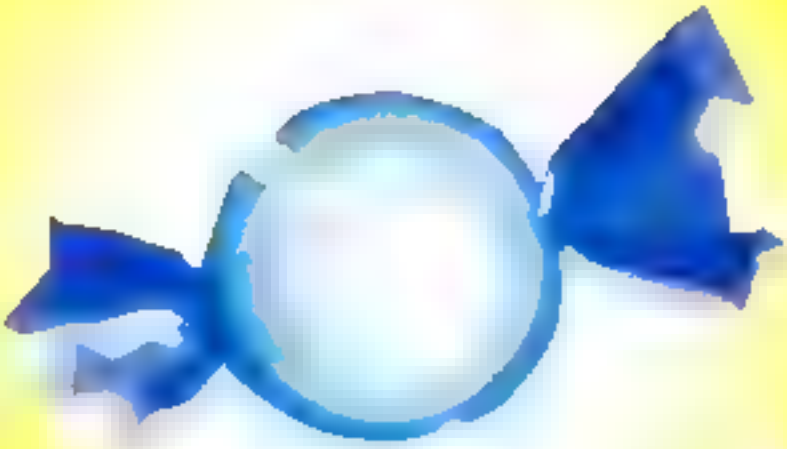
Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Draw cards from your deck until you have 6 cards in your hand.

TRAINER

Rare Candy



PokéBeach.com

Choose 1 of your Basic Pokémon in play. If you have a Stage 1 or Stage 2 card that evolves from that Pokémon in your hand, put that card on the Basic Pokémon. (This counts as evolving that Pokémon.)

TRAINER

Supporter

Scott

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card

Search your deck for up to 3 cards in any combination of Supporter cards and Stadium cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

TRAINER

Supporter

Wally's Training

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Search your deck for a card that evolves from your Active Pokémon (choose 1 if there are 2) and put it on your Active Pokémon. (This counts as evolving that Pokémon.) Shuffle your deck afterward.

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ENERGY

Darkness Energy

Special Energy Card

If the Pokémon Darkness Energy is attached to attacks, the attack does 10 more damage to the Active Pokémon *(before applying Weakness and Resistance)*. Ignore this effect unless the Attacking Pokémon is [D] or has Dark in its name. Darkness Energy provides [D] Energy. *(Doesn't count as a basic Energy card.)*

Illus. Milky Wabe

ENERGY
PokéBeach.com
Energy is attached to is no longer an Evolved Pokémon, discard Double Rainbow Energy.

ENERGY

PokéBeach.com

Metal Energy

Special Energy Card

Damage done by attacks to the Pokémon that Metal Energy is attached to is reduced by 10 *(after applying Weakness and Resistance)*. Ignore this effect if the Pokémon that Metal Energy is attached to is not a . Metal Energy provides Energy. *(Doesn't count as a basic Energy card.)*

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ENERGY

Energy provides [illegible] Energy at a time. (Basic Energy cards provide [illegible] Energy.)

Multi Energy provides [illegible] Energy when attached to a Pokémon that already has Special Energy cards attached to it.

[illegible]

Altaria ex

100 HP

STAGE 1

Evolves from Swablu

Illus. Ryo Ueda

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards

Poké-BODY Mist

Any damage done to Altaria ex by attacks from Stage 2 Evolved Pokémon *(both yours and your opponent's)* is reduced by 30 *(after applying Weakness and Resistance)*.

Dive 20

Dragon Mist 70

This attack's damage isn't affected by Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

weakness | resistance | retreat cost

SKN-PW5-HHC

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90/204

Cacturne ex

110 HP

STAGE 1

Evolves from Cacnea

Illus. Hikaru Koike

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

Poké-BODY Cursed Glare

As long as Cacturne ex is your Active Pokémon, your opponent can't attach any Special Energy cards (except for and Energy cards) from his or her hand to his or her Active Pokémon.

Psybeam 20

The Defending Pokémon is now Confused.

Spike Rend 50+

If the Defending Pokémon already has any damage counters on it, this attack does 50 damage plus 20 more damage.

weakness | resistance | retreat cost

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Camerupt ex

120 HP

STAGE 1

Evolves from Numel

Illus. Ryo Ueda

When Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

Poké-BODY **Magma Armor**

Camerupt ex can't be Asleep or Paralyzed.

Searing Flame 30

The Defending Pokémon is now Burned.

Eruption 60+

Each player discards the top card of his or her deck. This attack does 60 damage plus 20 more damage for each Energy card discarded in this way.

weakness | resistance | retreat cost

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Deoxys ex

110 HP

BASIC

Illus. Mitsuhiro Arita

Knocked Out
2 Prize cards

Poké-Power Form Change

Once during your turn *(before your attack)*, you may search your deck for another Deoxys ex and switch it with Deoxys ex. (Any cards attached to Deoxys ex, damage counters, Special Conditions, and effects on it are now on the new Pokémon.) If you do, put Deoxys ex on top of your deck. Shuffle your deck afterward. You can't use more than 1 Form Change Poké-Power each turn.

★ ★ ★ Fastwave 50

This attack's damage isn't affected by Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon

weakness

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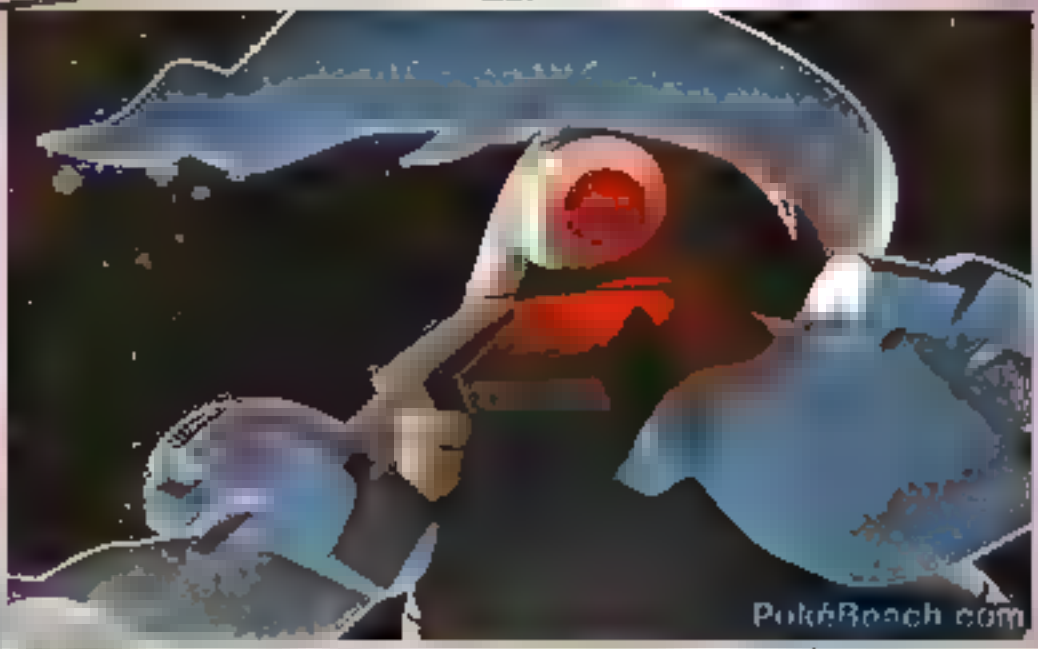
Dusclops ex

100 HP



STAGE 1

Evolves from Duskull

Illus. Atsuhiro Arita

Knocked Out 2 Prize cards

Poké-BODY **Dark Hole**

As long as Dusclops ex is on your Bench, don't apply Weakness for all of your Pokémon in play.

Shadow Beam

Put 2 damage counters on the Defending Pokémon for each Energy attached to Dusclops ex.

weakness

resistance

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Medicham ex

110 HP

STAGE 1

Evolves from Meditite

Illus. Hikari Koike

When Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

Poké-BODY Wise Aura

As long as Medicham ex is your Active Pokémon, each Pokémon (excluding Pokémon-ex) *(both yours and your opponent's)* can't use any Poké-Powers.

Pure Power

Put 3 damage counters on your opponent's Pokémon in any way you like.

Sky Kick 60+

If the Defending Pokémon has Resistance, this attack does 60 damage plus 40 more damage.

weakness | resistance | retreat cost

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Milotic ex

130 HP

STAGE 1

Evolves from Feebas

Illus. Ryo Ueda

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Poké-BODY Mystic Scale

As long as Milotic ex is in play, each player can't play any Technical Machine cards from his or her hand. Discard all Technical Machine cards in play (both yours and your opponent's).

Gentle Wrap 30

The Defending Pokémon can't retreat during your opponent's next turn.

Reflect Energy 70

Move 1 basic Energy card attached to Milotic ex to 1 of your Benched Pokemon

weakness | resistance | retreat cost

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Raichu ex

100 HP

Illus. Mitsuhiro Arita

STAGE 1

Evolves from Pikachu

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards

Poké-BODY Rai-shield

Damage done to any of your Raichu ex in play by attacks from your opponent's Pokémon-ex is reduced by 30 *(after applying Weakness and Resistance)* You can't use more than 1 Rai-shield Poké-Body each turn.

Power Short

Choose 1 of your opponent's Pokémon. This attack does 30 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)* If that Pokémon has Poké-Powers, this attack does 30 damage plus 20 more damage.

Pika Bolt 70

weakness | resistance | retreat cost

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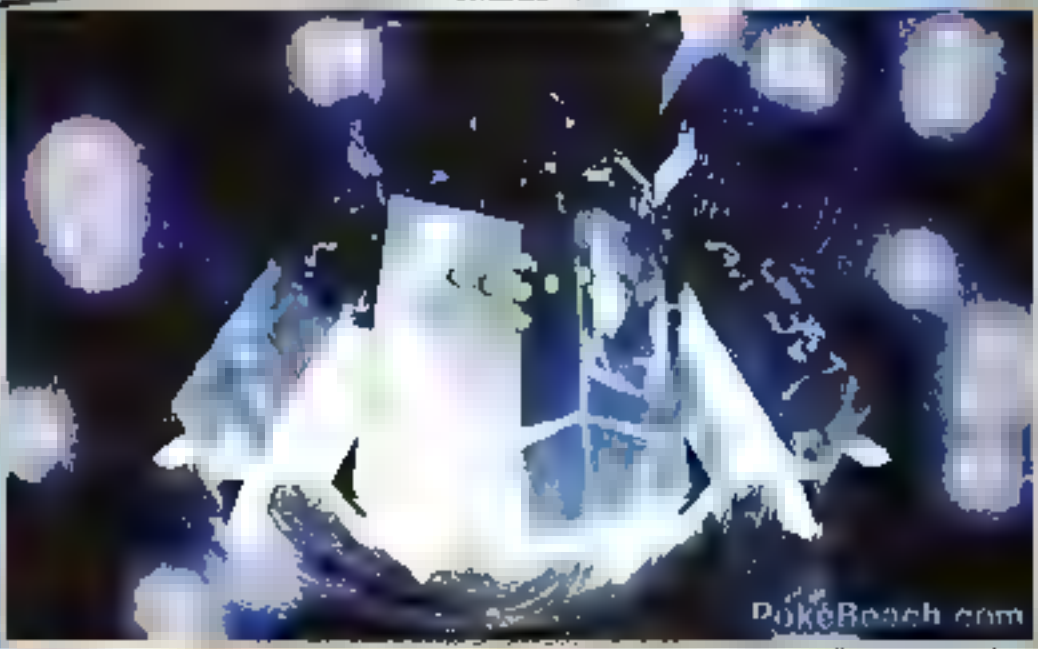
Regice *ex*

100 HP



BASIC

Illus. Hikari Koike

When Pokémon ex is Knocked Out, your opponent takes 2 Prize cards.

Ice Beam 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

Iceberg Crush 40

If Regirock ex is in play, flip a coin. If heads, discard 1 Energy card attached to the Defending Pokémon.

weakness resistance retreat cost

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Regirock ex

110 HP

BASIC

Illus. Hikaru Koike

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Mend

Search your discard pile for a Energy card and attach it to Regirock ex. If you do, remove 1 damage counter from Regirock ex.

Metal Crush 40+

If Registeel ex is in play, this attack does 40 damage plus 20 more damage.

weakness | resistance | retreat cost

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Registeel ex

90 HP

BASIC

Knocked Out
2 Prize cards

Block Signal 10

If Regice ex is in play, flip a coin. If heads, the Defending Pokémon is now Confused.

Wide Laser

Does 20 damage to each of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

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ENERGY
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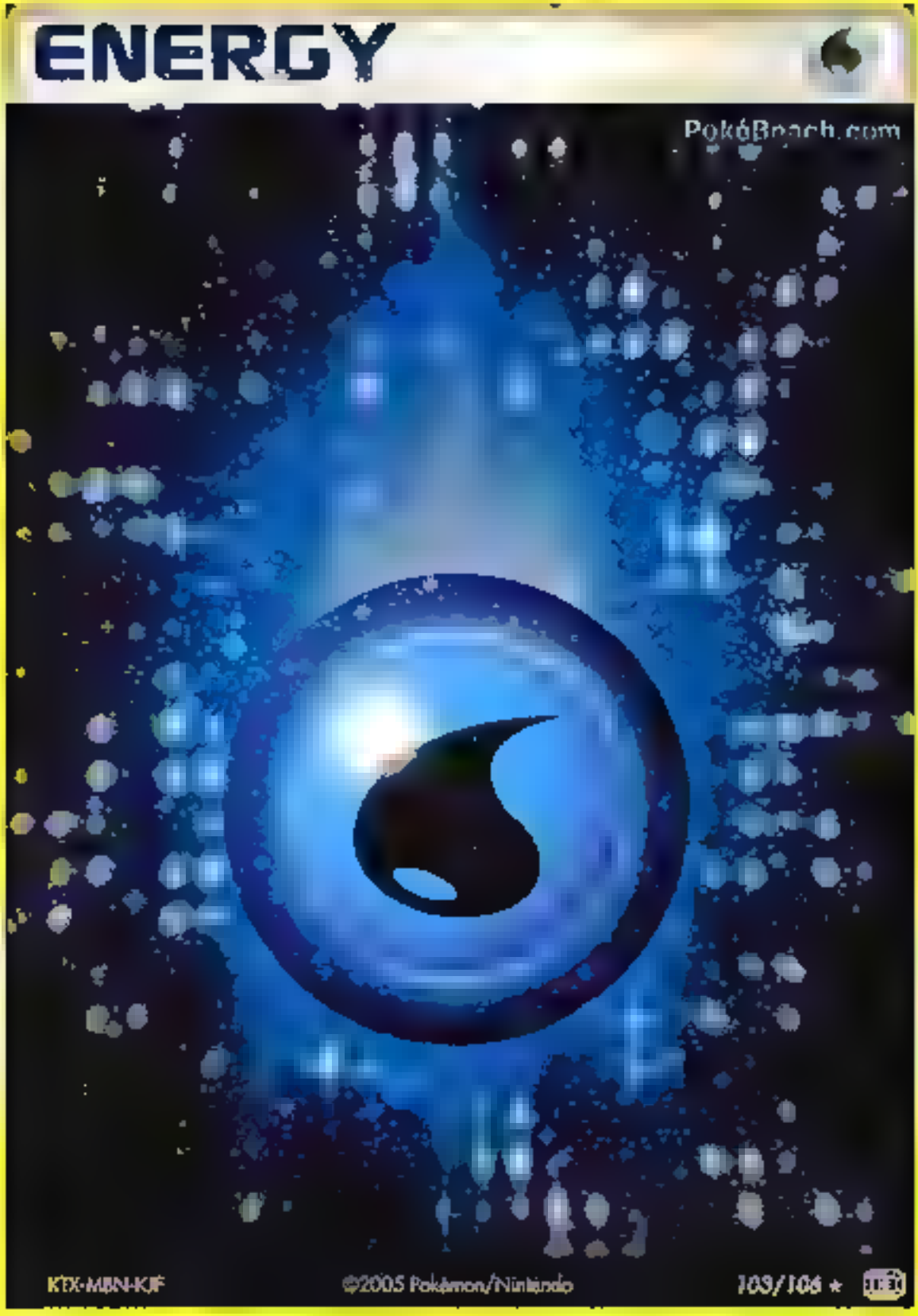
101/106 ★

ENERGY


ENERGY
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105/106 ★

ENERGY

Farfetch'd

70 HP

BASIC

Illus. Masakazu Fukuda

Spearhead

Draw a card.

Nosedive 30

Farfetch'd does 10 damage to itself.

weakness

resistance -30

retreat cost

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